

**INDEX**  
**to**  
**SIMULATION & GAMES**  
**Volume 11**

**Number 1 (March 1980) pp. 1-136**  
**Number 2 (June 1980) pp. 137-256**  
**Number 3 (September 1980) pp. 257-384**  
**Number 4 (December 1980) pp. 385-512**

**Authors:**

- BARTON, RICHARD F., "Creating and Controlling Simulated Industries for Verisimilitude," 441.
- BECKER, HENK A., "The Emergence of Simulation and Gaming," 11.
- BONACICH, PHILLIP, see Kahan, J.
- BRAND, CHARLES F., "Learning from Simulation Games: Effects of Sociometric Grouping," 163.
- BREDEMEIER, MARY E. "A First Book of Games and Simulations by Donald R. Cruikshank" [Book Review] 127.
- "Policy Negotiations by Fred Goodman, adapted by Ron Stadsklev" [Simulation Review] 243.
- BRENT, EDUARDE., Jr., and RICHARDE. SYKES, "The Interactive Bases of Police-Suspect Confrontation: An Empirically Based Simulation of a Markov Process," 347.
- BRUIN, KLASS, "The ISAGA 1979 Conference in the Netherlands," 7.
- CHACKO, THOMAS I., see Wolfe, J.
- COLE, RICHARD L. and STEPHEN J. WAYNE, "Predicting Presidential Decisions on Enrolled Bills: A Computer Simulation," 313.
- CULP, GEORGE H. "INS2: Inter-Nation Simulation by Bahram Farzanegan and Ronald Parker" [Simulation Review] 485.
- DAVIDSON, BILL, see Seever, L.
- DOERNER, DIETRICH, "On the Difficulties People Have in Dealing with Complexity," 87.
- DUKE, RICHARD D., "Format for the Game—Logic or Intuition?" 27
- "A Paradigm for Game Design," 364.
- DUNN, BETTY J., "Plea Bargaining: A Game of Criminal Justice by Simile II" [Simulation Review] 495.
- FOSTER, JOHN L. and associates, "Verstehen, Cognition, and the Impact of Political Simulations: It Is Not as Simple as It Seems," 223.

- GARRAWAY, HUGH, "Ecology Simulations-I by Creative Computing Software" [Simulation Review] 491.
- GENTRY, JAMES W., "Group Size and Attitudes Toward the Simulation Experience," 451.
- GOHRING, RALPH J., "The Guide to Simulation/Games for Education and Training by Robert E. Horn and Anne Cleaves" [Book Review] 499.
- "Where Do You Draw the Line? and The Privacy Game by Simile II" [Simulation Review] 248.
- GREENBLAT, CATHY STEIN, "Editor's Introduction," 3.
- "Group Dynamics and Game Design: Some Reflections," 35.
- HAMILTON, LAWRENCE C., "Introduction to Simulation and SLAM by Alan B. Pritsker and Claude Dennis Pegden" [Book Review] 129.
- "Political Kidnaping as a Deadly Game," 387.
- HOLDING, DENNIS H., "Captures and Checks in Chess: Statistics for Programming and Research," 197.
- HOLLINS, ETTA R., "Trial Lawyer, The Jurisprudence Game, by Trial Lawyer" [Simulation Review] 378.
- KAHAN, JAMES P. and PHILLIP BONACICH, "*Pallete*: A Resource-Free Experimental Paradigm for Studying Coalition Formation," 259.
- KLABBERS, JAN and associates, "Development of an Interactive Simulation Game: A Case Study of DENTIST," 59.
- KRINGEN, JOHN A., "Utility of Political Gaming: An Evaluation," 139.
- LARKIN, ROBERT P. and GARY L. PETERS, "The Twenty-First Year: A Simulation Game on Issues in Global Development" [Simulation Review] 123.
- LASEUR, W.J.J., see Van Oosten, R.
- LAWRENCE, RODERICK J., "The Simulation of Domestic Space: Users and Architects Participating in the Architectural Design Process," 279.
- LITTLE, ELIZABETH R., see Pratt, L.
- MANDOLINI, ANN F., see Szafran, R.
- McINISH, THOMAS H., "A Game-Simulation of Stock Market Behavior: An Extension," 477.
- NIEBUHR, ROBERT E., see Norris, D.
- NORRIS, DWIGHT R. and ROBERT E. NIEBUHR, "Group Variables and Gaming Success," 301.
- O'LEARY, TIMOTHY J., "Simulating the Can of Worms," 149.
- PETERS, GARY L., see Larkin, R.
- PRATT, LINDA K., NORMAN P. UHL, and ELIZABETH R. LITTLE, "Evaluation of Games as a Function of Personality Type," 336.
- REID, NORMAN, "Simulation Techniques in Secondary Education: Affective Outcomes," 107.
- RICE, GEORGE H., Jr., "Economics of the Hidden Matrix," 205.
- SEEVER, LANE N. and BILL DAVIDSON, "INS2: Inter-Nation Simulation by Bahram Farzanegan and Ronald Parker" [Simulation Review] 487.
- SEGINER, RACHEL, "Game Ability and Academic Ability: Dependence on S.E.S. and Psychological Mediators," 403.
- SHIRTS, R. GARRY, "The New Games Book edited by Andrew Fluegelman" [Book Review] 252.
- SYKES, RICHARD E., see Brent, E.

- SZAFRAN, ROBERT F. and ANN F. MANDOLINI, "Test Performance and Concept Recognition: The Effect of a Simulation Game on Two Types of Cognitive Knowledge," 326.
- UHL, NORMAN P., see Pratt, L.
- VAN OOSTEN, R.C.H. and W.J.J. LASEUR, "The Management Game at the University of Groningen, The Netherlands," 423.
- WAYNE, STEPHEN J., see Cole, R.
- WILLIAMS, ROBERT H., "Attitude Change and Simulation Games: The Ability of a Simulation Game to Change Attitudes When Structured in Accordance with Either the Cognitive Dissonance or Incentive Models of Attitude Change," 177.
- WOLFE, JOSEPH, and THOMAS I. CHACKO, "Cognitive Structures of Business Game Players: Relationships Between an Individual's Cognitive Processing Equipment and Business Game Performance and Play," 461.

# Articles:

- "Attitude Change and Simulation Games: The Ability of a Simulation Game to Change Attitudes When Structured in Accordance with Either the Cognitive Dissonance or Incentive Models of Attitude Change," Williams, 177.
- "Captures and Checks in Chess: Statistics for Programming and Research," Holding, 197.
- "Cognitive Structures of Business Game Players: Relationships between an Individual's Cognitive Processing Equipment and Business Game Performance and Play," Wolfe and Chacko, 461.
- "Creating and Controlling Simulated Industries for Verisimilitude," Barton, 441.
- "Development of an Interactive Simulation/Game: A Case Study of DENTIST," Klabbers et al., 59.
- "Economics of the Hidden Matrix," Rice, 205.
- "Editor's Introduction," Greenblat, 3.
- "The Emergence of Simulation and Gaming," Becker, 11.
- "Evaluation of Games as a Function of Personality Type," Pratt et al., 336.
- "Format for the Game—Logic or Intuition?" Becker, 27.
- "Game Ability and Academic Ability: Dependence on S.E.S. and Psychological Mediators," Seginer, 403.
- "A Game-Simulation of Stock Market Behavior: An Extension," McNish, 477.
- "Group Dynamics and Game Design: Some Reflections," Greenblat, 35.
- "Group Size and Attitudes Toward the Simulation Experience," Gentry, 451.
- "Group Variables and Gaming Success," Norris and Niebuhr, 301.
- "The Interactive Bases of Police-Suspect Confrontation: An Empirically Based Simulation of a Markov Process," Brent and Sykes, 347.
- "The ISAGA 1979 Conference in the Netherlands," Bruin, 7.
- "Learning from Simulation Games: Effects of Sociometric Grouping," Brand, 163.
- "List of Additional Papers: ISAGA 1979 Conference," 121.
- "The Management Game at the University of Groningen, The Netherlands," Van Oosten and Laseur, 423.
- "On the Difficulties People Have in Dealing with Complexity," Doerner, 87.
- "Palette: A Resource-Free Experimental Paradigm for Studying Coalition Formation," Kahan and Bonacich, 259.
- "A Paradigm for Game Design," Duke, 364.

- "Political Kidnapping as a Deadly Game," Hamilton, 387.
- "Predicting Presidential Decisions on Enrolled Bills: A Computer Simulation," Cole and Wayne, 313.
- "Simulating the Can of Worms," O'Leary, 149.
- "The Simulation of Domestic Space: Users and Architects Participating in the Architectural Design Process," Lawrence, 279.
- "Simulation Techniques in Secondary Education: Affective Outcomes," Reid, 107.
- "Test Performance and Concept Recognition: The Effect of a Simulation Game on Two Types of Cognitive Knowledge," Szafran and Mandolini, 326.
- "Utility of Political Gaming: An Evaluation," Kringen, 139.
- "Verstehen, Cognition, and the Impact of Political Simulations: It Is Not as Simple as It Seems," Foster et al., 223.

### Simulation Reviews:

- "Ecology Simulations-I by Creative Computing Software," Garraway, 491.
- "INS2: Inter-Nation Simulation by Bahram Farzanegan and Ronald Parker," Culp, 485.
- "INS2: Inter-Nation Simulation by Bahram Farzanegan and Ronald Parker," Seever and Davidson, 487.
- "Plea Bargaining: A Game of Criminal Justice by Simile II," Dunn, 495.
- "Policy Negotiations by Fred Goodman, adapted by Ron Stadsklev," Bredemeier, 243.
- "Trial Lawyer, The Jurisprudence Game by Trial Lawyer," Hollins, 378.
- "The Twenty First Year: A Simulation Game on Issues in Global Development," Larkin and Peters, 123.
- "Where Do You Draw the Line? and The Privacy Game by Simile II," Gohring, 248.

### Book Reviews:

- "A First Book of Games and Simulations by Donald R. Cruikshank," Bredemeier, 127.
- "The Guide to Simulations/Games for Education and Training by Robert E. Horn and Anne Cleaves," Gohring, 499.
- "The New Games Book Edited by Andrew Fluegelman," Shirts, 252.
- "Introduction to Simulation and SLAM by Alan B. Pritsker and Claude Dennis Pegden," Hamilton, 129.

### About the Authors:

135, 255, 382, 505.

